

California Games™

English

CBM 64/128 CASSETTE:

Press SHIFT and RUN/STOP keys together and press PLAY on the cassette recorder. The cassette is recorded with three events on side 1 and three events on side 2. The cassette files are sequential, if you want to load and play an event which is before the point where you are on the tape, you must rewind the tape before attempting to load it. E.g. If you have loaded and played FootBag and you want to play Half Pipe Skateboarding, the cassette must be rewound to a position before Half Pipe Skateboarding. The order of events is in the options menu. It may help on positioning the tape if you zero the tape counter after loading the main menu and make a note of the counter reading after each event.

After completing event no. 3 insert cassette side 2, rewind and press PLAY.

To abort any event whether computing or practising press RUN/STOP and hit RESTORE. The menu will automatically be reloaded from cassette.

SPECTRUM CASSETTE:

Type LOAD" and press ENTER. Press PLAY on the cassette recorder.

AMSTRAD CASSETTE:

Press CTRL and SMALL ENTER. Press PLAY on the cassette recorder.

ATARI ST:

Insert disk 1 into drive and switch on the computer. Joystick control recommended.

CBM AMIGA:

Insert program disk into drive and turn on computer.

IBM/PC:

Insert disk into drive A label side up, At A: prompt type CAL GAMES and press the ENTER key. CONTROLS: Use the keyboard to emulate the joystick as follows:



SPACE BAR and 0 key = FIRE BUTTON

CTRL - S = toggle sound on/off.

CTRL - Esc = return to main menu.

N.B. ATARI ST, CBM AMIGA and IBM/PC users follow instructions for CBM64/128.

Starting Play

When the CALIFORNIA GAMES title screen appears, press the FIRE BUTTON on your joystick to continue to the menu screen. The CALIFORNIA GAMES menu offers a choice of six options on the CBM64 and seven on the Spectrum and Amstrad. To make a selection, use your joystick to move the cursor to your choice, then press the FIRE BUTTON. You may also select an option by typing the corresponding numbered key.

OPTION 1: Compete in All the Events Compete in all six events. The number of trophies awarded to each player is rolled up to you, and a special trophy is awarded to the overall champion at the conclusion of the last event. You'll compete in the events in this order: Half Pipe Skateboard, Foot Bag, Surfing, Skating, BMX Bike Racing and Flying Disk.

You'll first be asked to enter your name and pick a sponsor.

Type your name on the keyboard and press the RETURN/ENTER key.

Use the joystick (CBM 64) cursor keys (Spectrum/Amstrad) to move the cursor to the option of your choice, then press the FIRE button to pick that sponsor.

Repeat the name and sponsor selection for each additional player up to eight (CBM 64) / four (Spectrum/Amstrad). When all players' names and sponsors have been entered, press the RETURN/ENTER key again.

A verification screen will appear. If all the names are correct, select YES or NO with the control keys. CBM 64: Joystick—select YES and press the FIRE button or type A. If you need to make any changes select NO or type B.

OPTION 2: Compete in Some Events Compete in Option 1, but you compete in the events of your choice.

Choose the event(s) a) CBM 64—type the corresponding numbered key or move your joystick and press the FIRE button. b) SPECTRUM/AMSTRAD—move your control keys and press the FIRE button.

The events you choose will be displayed in purple (CBM 64)/yellow (Spectrum/Amstrad).

When you are finished choosing the events move the cursor to the word DONE and press the FIRE button. Spectrum/Amstrad: You will then be asked to enter your name and pick a sponsor.

OPTION 3: Compete in One Event

Similar to Options 1 and 2 but you compete in any single event of your choice.

CBM 64—Choose the event by typing the corresponding numbered key or by moving your joystick and press the FIRE button.

Spectrum/Amstrad: Choose the event by moving your control keys and pressing the FIRE button. You will then be asked to enter your name and pick a sponsor.

OPTION 4: Practice One Event

No scores are kept during practice rounds.

CBM 64—Choose the event by typing the corresponding numbered key or by moving your joystick and press the FIRE button.

Spectrum/Amstrad: Choose the event by moving your control keys and pressing the FIRE button.

OPTION 5: View High Scores

Display the highest score recorded in all events, with the name of the player who achieved each record.

Press the FIRE button to return to the menu.

OPTION 6: View Title Screen CBM 64 ONLY

Displays the title screen and credits.

Press the FIRE button to return to the menu.

OPTION 8: Define Controls: Spectrum/Amstrad ONLY.

A new options menu will appear (selected by UP or DOWN or FIRE)

OPTION 9: Define set one

This allows you to select your first set of keys in this order:

FIRE, UP, DOWN, RIGHT, LEFT

After you have finished defining the keys it will return to the main menu.

OPTION 2: Define set two

This allows you to select your second set of keys in this order:

FIRE, UP, DOWN, RIGHT, LEFT

After you have finished defining the keys it will return to the main menu.

OPTION 3: Define both sets

This allows you to select keys for both sets.

OPTION 4: Default both sets

This is preset keys.

Set 1 UP = Q, DOWN = A, LEFT = Z, RIGHT = P, FIRE = SPACE

Set 2 Sinclair control

OPTION 5: Main Menu

Returns you to the main menu.

OPTION 7: Load/Save Records New Options Menu

7.1: Save high scores Allows you to save high scores to tape

7.2: Load high score Allows you to load high score from tape

7.3: Main Menu

Returns you to main menu

The Games

Half Pipe Skateboarding

OBJECT:

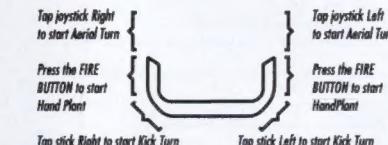
The object of the half-pipe event is to ride the board back and forth on the ramp, performing stunts with proper timing and execution.

Press the FIRE BUTTON to launch your board and start the event.

To gain speed, move the joystick UP when the skater is going up the side of the

ramp, then move the stick DOWN when the skater is going down.

To perform a stunt, move the joystick as shown in the diagram. Pay attention to timing, because you'll fall if you move the stick too soon, too late, or if you hold it too long. After three falls, the event is over.



To start a kick turn, move the joystick as indicated on the diagram above. Earn maximum points by waiting until the last moment to start the turn, and holding the joystick until the moment before you'd wipe out.

To start an aerial turn, tap the joystick in the direction indicated above. To perform this move successfully, you must be in the air off the edge of the ramp before tapping the joystick.

To perform a hand plant, press and hold the FIRE BUTTON just as you reach the top of the ramp. The skater will plant his hands and flip the board over his head. Wait to release the button until the board arcs over and returns to the ramp. Earn maximum points for pressing the button at the last moment, and releasing it at the last moment.

When you're in the air, use the joystick to perform stunts:

Earn the highest scores for 360's while jumping obstacles.

Avoiding Obstacles: 10-30 points

Jumping Over Obstacles: 0-60 points

Spinning dump Over Obstacles: 40-120 points

BMX Bike Racing

OBJECT:

The object is to cover the course in the fastest possible time, performing stunts and avoiding or jumping over obstacles. The fastest dare-devil rider will win the event.

Move the joystick RIGHT to start the event.

Move the joystick UP to steer left.

Move the joystick DOWN to steer right.

Press the FIRE BUTTON to jump.

Move the joystick LEFT to do a wheelie.

To begin a jump, move the joystick LEFT as you ride onto a hill or ramp.

When you're in the air, use the joystick to perform stunts:

Move the stick UP to do a table top. Hold the stick as long as possible then release the joystick to put the bike down.

Move the stick DOWN to do a 360-degree turn.

Move the stick LEFT to do a backward flip.

Move the stick RIGHT to do a forward flip.

Timing is important to perform stunts and jumps. You must time the start and finish of each move to complete it successfully. If you're not back in a "centered" position by the time you land or complete your stunt, you will crash.

You're allowed one "serious" fall or three "easy" falls before you're out of the race. If you fall and flip on your head, it's a serious fall.

At the end of the course, press the FIRE BUTTON to stop. You earn bonus points for stopping on the finishing pod.

SCORING:

To complete the course within the 2:00 minute time limit. The faster your time, the higher your score will be. You also get points for each stunt, with bonus points for holding stunts as long as possible. Here's a table of the minimum and maximum points awarded to each stunt:

Stunt	Minimum	Maximum
Wheelie	100	200
Jump	200	400
Table Top	500	1000
360turn	1000	2000
Backward Flip	1500	3000
Forward Flip	3000	6000

Foot Bag

OBJECT:

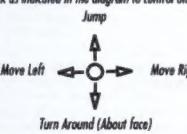
Hacking at the sack with your feet, knees and head, you must try to make as many kicks as you can before time runs out. And remember, you get extra points for every stunt you perform.

Press the FIRE BUTTON to kick the bag into the air and start the event.

As the bag falls back toward the ground, press the FIRE BUTTON to kick again just before the bag reaches your foot.

To perform a head butt, press the FIRE BUTTON just before the bag drops below the level of your head.

Move the joystick as indicated in the diagram to control other movements.



Turn Around (About face)

Move Left

Move Right

Turn Around (About face)

Several types of kicks are possible, including inside kicks, outside kicks, jumping reverse kicks, knee kicks and back kicks.

To perform different types of kicks, move to new positions underneath the bag while turning around while the bag is in the air, earn higher scores. You lose time if you drop the bag or kick it off the screen. You also earn points for consecutive kicks completed without allowing the bag to touch the ground. Earn bonus for catching the sack when thrown off screen. Here are some stunts to try by combining different kicks and moves:

Any Kick: (10 pts.)

Half Axles: (250 pts.) Any two kicks with a half spin in between.

Fall Axles: (500 pts.) Any two kicks with a full spin in between.

Horseheads: (500 pts.) Left kick back + right kick back.

Jester: (2000 pts.) Left jumping kick or right jumping kick.

Double axles: (2500 pts.) Left outside kick + right outside kick + left outside kick.

Dode: (5000 pts.) Left outside kick + head butt + right outside kick.

Off Screen Catches: (1500 pts.)

The object of the Flying Disk is to throw accurately to the catcher at the other end of the field. Score extra points for difficult catches.

Press the FIRE BUTTON to start the event.

You get three attempts to throw and catch the disk.

Try to throw the disk far enough to reach the catcher standing at the other end of the field.

Use the bar at the bottom of the screen to make your throw. The bar has three colours: red, yellow and green. Use the green area for the most powerful throw.

Top the joystick LEFT to start swinging your arm back. When the needle reaches the green section of the bar, top the stick RIGHT. When the needle reaches the green section on the right side of the bar, top the stick LEFT again to release the disk.

The display at the top of the screen helps you move the catcher to intercept the disk after it has been thrown.

As the disk flies across the field, move the joystick LEFT or RIGHT to run toward the point where you think the disk will land.

To catch the disk, you must meet it with your hands. Note that your hands are extended only when you're running or diving.

To attempt an overhead standing catch, hold the joystick UP to reach up for the disk.

To dive after the disk, press the FIRE BUTTON.

Points are awarded for the throw and the catch. For the throw, score points with the accuracy and height of the toss. The fewer steps the catcher has to run to meet the disk, the more points are awarded for the throw. Points are scored for catching the disk as follows:

-150 pts. for a catch while running right.

-250 pts. for a catch while running left.

-250 pts. for a catch while diving right.

-350 pts. for a catch while diving left.

-350 pts. for a catch while diving over your head.

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FEUERKNOF, wenn der Ball herunterkommt, und Sie schießen mit dem Außenriff. • Andere Schüsse werden von anderen Positionen aus durchgeführt. Finden Sie selber heraus, was Sie für die verschiedenen Schüsse tun müssen, indem Sie die verschiedenen Bewegungen im Training ausprobieren.

PUNKTEVERGABE:

Sie erhalten für jeden erfolgreich durchgeführten Schuß oder für jedes Kunststück. Schwingen Sie Kunststück, wenn Sie sich zum Beispiel um Ihre eigene Achse drehen, während der Ball in der Luft ist, erhalten höhere Punktzahlen. Sie verlieren Zeit, wenn Sie den Ball fallen lassen oder aus dem Bildschirm herausfallen. Sie erhalten auch einen Punkt für die Anzahl aufeinanderfolgender Schüsse, ohne Unterbrechung. Des Weiteren erhalten Sie einen Bonus, wenn Sie einen Ball weiter hodschießen können, den der Bildschirm vorher verlassen hatte. Hier ist eine Auflistung der verschiedenen Kunststücke, die Sie mit Hilfe verschiedener Schüsse und Bewegungen vollbringen können, um Ihre entsprechenden Punktzahlen.

JOE SCHUB: (10 Punkte)

HOHE DRAHUNG: (250 Punkte) Zwei Schüsse mit einer hohen Körperdrehung zwischendrin.

GANZE DRAHUNG: (500 Punkte) Zwei Schüsse mit einer vollen Körperdrehung zwischendrin.

PFERDEHOPF: (500 Punkte) Linker Fersenschuß + Rechter Fersenschuß.

PESSE: (2000 Punkte) Schießen im Sprung mit dem linken Fuß oder Schießen im Sprung mit dem rechten Fuß.

DOPPELHOPF: (2500 Punkte) Linker Außenriff + Rechter Außenriff + Linker Außenriff.

DODGE: (5000 Punkte) Linker Außenriff + Kopfstoß + Rechter Außenriff.

BALL EINFANGEN: (1500 Punkte) Einfangen des Balls, nachdem er den Bildschirm verlassen hat.

Wellenreiten

(Surfing)

ZIEL:

Das Wellenreiten variiert von Ihnen, Ihr Brett sanft und bei hohen Geschwindigkeiten zu manövrieren, wenn Sie sich auf der Welle in der Nähe des Kammes befinden. Surfen Sie auf der Welle entlang und schließen Sie in den Wellenkamm unter den stürzenden Kamm hinein und wieder heraus. "Benutzen" Sie so viel wie möglich der Welle, bevor Ihr Surfen vorbei ist.

• Drücken Sie den FEUER-Knopf, um auf einer Welle zu gelangen und das Spiel zu starten.

• Halten Sie den Joystick nach LINKS gedrückt, um zu verhindern, daß Sie schon am Anfang Ihres Wellenrittes stürzen.

• Bewegen Sie den Joystick nach LINKS, um das Brett zur Linken des Surfers zu lenken.

• Bewegen Sie den Joystick nach RECHTS, um das Brett zur Rechten des Surfers zu lenken.

• Halten Sie den FEUER-Knopf gedrückt, um scharfe Kurven durchzuführen.

• Benutzen Sie, daß scharfe Kurven Ihre Geschwindigkeit verringern.

• Wenn Sie zu nahe an den Fuß der Welle herankommen, stürzen Sie oder beenden Sie Ihren Wellenritt, weil Sie die Welle verlassen.

• Sie sollten sich auf der Welle befinden, um Ihren Wellenritt sauber abzuschließen.

• Sie können auch über den Wellenkamm hin ausschießen und Ihr Brett in der Luft umhören und wieder auf der Welle landen (wie Sie stürzen, wenn Sie in einem schlechten Winkel aufkommen).

• Sie haben 1 Minute und 30 Sekunden Zeit, oder vier Stürze für diesen Wettkampf! Sie erhalten Punkte für längere Wellenritte. Versuchen Sie also, Ihren Ritt auf jeder Welle so lange wie möglich auszudehnen.

PUNKTEVERGABE:

Sie erhalten Punkte für die Länge Ihres Rittes auf einer Welle, die Anzahl Ihrer Kurven und Ihre Geschwindigkeit bei jeder Kurve. Sie erhalten von den Schiedsrichtern ebenfalls Punkte, wenn Sie durch den Wellenkamm pließen oder sich näher am Wellenkamm befinden. "Abheben in die Luft" erhält ebenfalls Extrapunkte. Rufen Sie auf der Welle entlang, bis Ihr Brett über den Kamm hin ausschießt, und führen Sie eine Kette durch, um zurückzukehren und den Wellenritt fortzusetzen.

Rollerskating

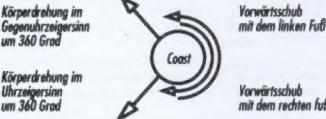
ZIEL:

Das Ziel in diesem Wettbewerb ist, Hindernissen auszuweichen und den Kurs in der bestmöglichsten Zeit und mit so vielen Kunststücken wie möglich zu beenden.

• Drücken Sie den FEUER-Knopf, um das Spiel zu starten.

• Rollen Sie den Joystick zuerst auf die HOCH-Position, dann auf die RUNTER-Position, um Geschwindigkeit zu bekommen. Je mehr Sie zwischen diesen beiden Positionen hin- und herrollen, desto mehr Geschwindigkeit erhalten Sie.

• Bewegen Sie den Joystick gemäß dem Diagramm, um weitere Bewegungen durchzuführen.



• Drücken Sie den FEUER-Knopf und halten Sie ihn gedrückt um in die Hocke zu gehen.

• Lassen Sie den FEUER-Knopf los, um zu springen.

• Versuchen Sie, die Hindernisse zu vermeiden. Drei Stürze sind Ihnen erlaubt, Sie werden allerdings beim dritten Sturz disqualifiziert und scheiden aus dem Rennen aus.

PUNKTEVERGABE:

Sie erhalten für jedes Hindernis, dem Sie ausweichen, Punkte. Sie erhalten die doppelte Punktzahl, wenn Sie über ein Hindernis springen. Und die meisten Punkte gibt es für tolle Körperförderungen im Sprung über ein Hindernis.

Hindernis Ausweichen: 10-30 Punkte über

Hindernis Sprung: 20-60 Punkte

Körperförderung während des Sprunges über ein Hindernis: 10-120 Punkte

BMX-Gelandekurs

(BMX Bike Racing)

ZIEL:

Das Ziel ist, den Gelandekurs in der schnellsten Zeit zu beenden, Kunststücke zu vollbringen und Hindernissen auszuweichen oder über sie drüberzuspringen. Der schnellste und waghalsigste Fahrer gewinnt den Wettkampf.

• Bewegen Sie den Joystick nach RECHTS, um das Spiel zu starten.

• Bewegen Sie den Joystick HOCH, um Ihr Motorrad nach links zu lenken.

• Bewegen Sie den Joystick RUMTER, um Ihr Motorrad nach rechts zu lenken.

• Bewegen Sie den Joystick mehrmals nach RECHTS, um Ihre Geschwindigkeit zu erhöhen.

• Drücken Sie den FEUER-Knopf, um zu springen.

• Bewegen Sie den Joystick nach LINKS, um auf Ihrem Hinterrad zu fahren.

• Für das Abspringen, wenn Sie zum Beispiel einen Hügel oder eine Rampe hochfahren, bewegen Sie den Joystick nach LINKS.

• Wenn Sie in der Luft sind, können Sie den Joystick benutzen, um verschiedene Kunststücke durchzuführen. Bewegen Sie den Joystick HOCH, um einen Weitsprung durchzuführen. Halten Sie den Joystick so lange wie möglich und lassen Sie ihn los, um wieder zu landen. Bewegen Sie den Joystick RUMTER, um eine 360 Grad-Drehung in der Horizontalen durchzuführen. Bewegen Sie den Joystick nach LINKS, um einen Rückwärtsschub durchzuführen. Bewegen Sie den Joystick nach RECHTS, um einen Vorwärtsschub durchzuführen.

• Wichtig ist, den richtigen Zeitpunkt für die Sprünge und Kunststücke zu erwischen. Sie müssen den besten Zeitpunkt für Anfang und Ende Ihres Kunststücks herausfinden, um es erfolgreich durchzuführen. Wenn Sie nicht rechtzeitig in einer zentralen und kontrollierbaren Position sind, bevor Sie landen, werden Sie mit Ihrem Röten stricken.

• Sie haben einen "schnellen" Sturz und drei "leichte" Stürze frei, bevor Sie aus dem Rennen ausscheiden. Sollten Sie einen Ruck mit dem Motorrad vollbringen und auf Ihrem Kopf landen, so ist dies ein schwerer Sturz.

• Am Ziel des Gelandekurses drücken Sie den FEUER-Knopf, um Ihr Rad zum Stehen zu bringen. Sie erhalten Bonuspunkte, wenn Sie genau auf der Ziellinie zum Stehen kommen.

PUNKTEVERGABE:

Versuchen Sie, den Kurs unterhalb der 2 Minuten-Grenze zu beenden. Je besser

Ihre Zeit ist, desto besser sind Ihre Punkte. Sie erhalten außerdem Punkte für jedes Kunststück und Bonuspunkte für die Dauer Ihrer Kunststücke. Hier ist eine Liste der minimalen und maximalen Punktevergabe für jedes Kunststück:

Kunststück	Mindestens	Maximum
Auf dem Hinterrad fahren	100	200
Springen	200	400
Wallsprung	500	1000
Drehung um 360 Grad in der Horizontalen	1000	2000
Rückwärtsschub	1500	3000
Vorwärtsschub	3000	6000

Frisbie

(Flying Disk)

ZIEL:

Das Ziel des Frisbie-Spiels ist, die Scheibe so genau zu werfen, daß der Fänger am anderen Ende des Spielfeldes sie fangen kann. Sie erhalten Extrapunkte für schwierige Fangs.

• Drücken Sie den FEUER-Knopf, um das Spiel zu starten.

• Sie haben drei Versuche, die Scheibe zu werfen, daß der Spieler am anderen Ende des Spielfeldes sie fangen kann.

• Benutzen Sie den Balken am unteren Bildschirmrand, um Ihren Wurf auszuführen. Der Balken hat drei verschiedene Farben: Rot, Gelb und Grün. Benutzen Sie die grüne Abschluß für das Kraftwerk.

• Tippen Sie den Joystick zuerst nach LINKS, um Ihren Arm hin- und herzuswingen. Wenn der Nadel den grünen Abschluß auf dem Balken erreicht hat, tippen Sie den Joystick noch RECHTS. Wenn die Nadel den grünen Abschluß auf der rechten Seite des Balkens erreicht hat, tippen Sie den Joystick nochmals nach LINKS, um die Scheibe loszuwerfen.

• Die Anzeige am oberen Bildschirmrand hilft Ihnen dabei, den Fänger in die Richtung zu bewegen, wo er die Scheibe auffangen kann, nachdem sie losgeworfen wurde.

• Während Sie die Scheibe über das Spielfeld gleiten, bewegen Sie den Joystick nach LINKS oder RECHTS, um zu der Position zu gelangen, von der Sie denken, daß Scheibe dort landen wird.

• Sie müssen mit den Händen nach der Scheibe greifen, um sie zu fangen.

• Beachten Sie, daß Ihr Arm nur dann ausdehnen, wenn Sie rennen oder sich auf den Boden werfen, um die Scheibe zu fangen.

• Wenn Sie versuchen, die Scheibe über Ihrem Kopf zu fangen, halten Sie den Joystick auf HOCH, um nach der Scheibe zu greifen. Sie bleiben dabei stehen.

• Drücken Sie den PEUER-Knopf, um sich auf den Boden zu Werfen und nach FrisbeScheibe zu greifen.

• Sie müssen mit den Händen nach der Scheibe greifen, um sie zu fangen.

PUNKTEVERGABE:

Punkte werden für den Wurf und das Fangen verliehen. Für den Wurf erhalten Sie Punkte für die Höhe und Genauigkeit. Je weniger Schritte der Fänger gehen muß, um die Scheibe zu greifen, desto mehr Punkte gibt es für den Wurf. Punkte für daß Fangen werden wie folgt vergeben:

-150 Punkte für das Fangen, während Sie nach rechts rennen.
-250 Punkte für das Fangen, während Sie nach links rennen.
-250 Punkte für das Fangen, wenn Sie Bich nach rechts auf den Boden werfen.
-550 Punkte für das Fangen, wenn Sie sich nach links auf den Boden werfen.
-350 Punkte für das Fangen über Ihrem Kopf.

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DAS PROGRAMM IST URHEBERRECHTSGEZOHT. UNBESCHRÄKTEN SENKEN, VERTEILEN, ÖFFENTLICHE AUFÜHRUNGEN, KOMMERZIELLE UND REPRÄSENTATIONEN, AUS UND VERLEIH UND VERKAUF UNTER INGENRECHTEN AUFDRUCKEN SIND STRENGSTENS VERBOTEN.

California Games™

Italiano

CASSETTA: CBM 64/128:

Primer contemporaneamente i tasti SHIFT e RUN/STOP e premere PLAY sul registratore. La cassetta viene registrata con tre eventi sul lato 1 e tre eventi sul lato 2. Gli schedari della cassetta sono in sequenza, e se volete caricare e giocare a un evento che sia prima del punto della cassetta in cui vi trovate, dovrete riavviare il nostro primo di carico o caricarlo. Per esempio, se avete caricato e giocato a Footbag, e volete giocare a Half Pipe Skateboarding, la cassetta dovrà essere riavviata a una posizione prima di Half Pipe Skateboarding. L'ordine degli eventi è nel menu delle opzioni. Nel posizionamento della cassetta, potrete scorrere avanti e indietro il menu dopo aver caricato il menu principale, e prenderne nota del numero indicato sul contatore dopo ciascun evento.

Dopo aver completato l'evento numero 3 girare la cassetta e premere PLAY.

Perciò usare da qualsiasi evento, sia quando sarete in gara, sia quando farete solo un po' di pratica, premere RUN/STOP e quindi RESTORE. Il menu sarà ricaricato automaticamente dalla cassetta.

ATARI ST:

Inserire il disco e accendere il computer. Vi consigliamo di utilizzare il joystick.

CBM AMIGA:

Accendere il computer e inserirsi il dischetto programma. Il gioco si carica e gira automaticamente.

IBM PC:

Inserire il disco nell'unità disco A, con l'etichetta rivolta verso l'alto. Quando A: appare sullo schermo, digitare le lettere CAL GAMES e premere il tasto ENTER.

Controllo:

Usare la tastiera per imitare il joystick, nel modo seguente:

KEYPAD

7 8 9
4 5 6
1 2 3

JOYSTICK



SPACE BAR e tasto 0 = FIRE

CTRL = Suono su ogni tasto

CTRL - ESC = Ritornare al menu.

INIZIO DEL GIOCO

Quando il titolo del California Games appare sullo schermo, premi il tasto FIRE sul joystick per continuare fino allo schermo del menu. Il menu del California Games offre una lista di sei opzioni sul CBM 64 e di sette su Spectrum e Amstrad. Per fara selezione uno di questi opzioni, premi il tasto FIRE per muovere il cursor su quest'ultimo, quindi premi il tasto FIRE. Puoi anche selezionare un'opzione battendo il tasto col numero corrispondente.

OPZIONE 1: Competere in ogni evento.

Competi in tutti e sei gli eventi. Il numero dei trofei dato ad ogni giocatore è segnato durante la competizione, e un trofeo speciale è assegnato al capione che ha segnato più punti alla fine dell'ultimo evento. Le gare saranno in questo ordine: Half Pipe Skateboarding, Foot Bag, Surfing, Roller Skating (Pattinaggio a rotelle), BMX Bike Racing (BMX Bike Racing), Flying Disk (Disco Volante o Frisbie).

• Prima il sarà chiesto inserire il tuo nome e il tuo sponsor.

• Battì il tuo nome e premi il tasto RETURN.

• Usa il joystick per muovere il cursor sul sponsor prescelto, quindi premi il tasto FIRE per fare in modo che diventi tuo.

• Repeti il nome e le scelte del sponsor per ogni giocatore fino a otto. Quando tutti i nomi dei giocatori e dei sponsor sono stati inseriti premi di nuovo i tasti RETURN/ENTER.

• Apparirà uno schermo per la verificazione. Se tutti i nomi sono corretti, seleziona YES o NO con i tasti testi. CBM 64: Joystick - selezione YES e premi il tasto FIRE o batti A. Se c'è bisogno di cambiare selezione NO o batti B.

OPZIONE 2: Competere solo in alcuni eventi.

E' simile ad opzione 1 ma competi solo nei giochi di tua scelta.

Versuchen Sie, den Kurs unterhalb der 2 Minuten-Grenze zu beenden. Je besser

• Scogli l'evento (eventi).

• Battì il testo col numero corrispondente o muovi il joystick e premi il tasto FIRE.

• Gli eventi che scegli saranno mostrati in viola.

• Quando hai finito di scegliere gli eventi o muovi il cursor sulla parola DONE (fatto) o premi il tasto FIRE.

OPZIONE 3: Competere in un evento solo

Questa opzione è simile a 1 e 2 ma puoi competere in qualsiasi evento di tua scelta.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick e premendo il tasto FIRE.

OPZIONE 4: Allenarsi in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 5: Esami del punteggio

• Gli esami del punteggio sono raggruppati in quattro categorie.

• Scogli un esame battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 6: Allenarsi in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 7: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 8: Allenarsi in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 9: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 10: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 11: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 12: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 13: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo il tasto col numero corrispondente o muovendo il joystick premendo il tasto FIRE.

OPZIONE 14: Competere in un evento

Il pattinaggio non è tenuto durante gli allenamenti.

• Scogli un evento battendo

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